

CLAIMS:

The invention is hereby claimed as follows:

1. A gaming device comprising:
a primary game;
5 at least one non-qualifying outcome in the primary game; and
at least one qualifying outcome in the primary game, wherein a
player qualifies for a multi-player tournament to be held in the future when the
player achieves the qualifying outcome.
- 10 2. The gaming device of Claim 1, wherein the primary game is a
slot game.
3. The gaming device of Claim 2, wherein the qualifying outcome is
a qualification symbol obtained on an active payline.
- 15 4. The gaming device of Claim 2, wherein the qualifying outcome is
a plurality of qualification symbols obtained on an active payline.
5. The gaming device of Claim 2, wherein the qualifying outcome is
20 a plurality of qualification symbols displayed within a display device in a
scattered arrangement.
6. The gaming device of Claim 1, which includes a plurality of non-
qualifying outcomes.
- 25 7. The gaming device of Claim 1, wherein the primary game is a
video poker game.
8. The gaming device of Claim 7, wherein the qualifying outcome is
30 a predetermined winning combination of a plurality of cards in said video poker
game.

9. The gaming device of Claim 7, which includes a qualification symbol, and wherein the qualifying outcome is a winning combination of a plurality of said cards in combination with said qualification symbol.

5 10. The gaming device of Claim 1, wherein the primary game is a video blackjack game.

10 11. The gaming device of Claim 1, wherein the primary game is a video keno game.

12. The gaming device of Claim 1, wherein the tournament is selected from the group consisting of: a slot machine tournament; a poker tournament; a blackjack tournament; a keno tournament; a raffle; and a lottery.

15 13. The gaming device of Claim 1, including a payout percentage, said payout percentage set relative to a cost of the tournament.

20 14. The gaming device of Claim 1, wherein a minimum wager in the primary game is required to qualify for the tournament.

15. The gaming device of Claim 1, which includes a printer for printing a tournament entry when the qualifying outcome is achieved by the player.

25 16. The gaming device of Claim 1, wherein a hand-pay state is entered when the qualifying outcome is achieved by the player.

30 17. The gaming device of Claim 1, which includes a plurality of qualifying outcomes, wherein the player qualifies for the multi-player tournament when the player achieves one of the qualifying outcomes.

18. The gaming device of Claim 1, wherein the qualifying outcome includes a combination of at least two predetermined outcomes in the primary game.

5 19. A gaming device comprising:
a bonus game;
at least one non-qualifying outcome in the bonus game; and
at least one qualifying outcome in the bonus game, wherein a
player qualifies for a multi-player tournament to be held in the future when the
10 player achieves the qualifying outcome.

20. The gaming device of Claim 19, which includes a plurality of non-qualifying outcomes.

15 21. The gaming device of Claim 19, wherein the bonus game is a slot game.

22. The gaming device of Claim 19, wherein the bonus game is a video poker game.
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23. The gaming device of Claim 19, wherein the bonus game is a video blackjack game.

24. The gaming device of Claim 19, wherein the bonus game is a
25 video keno game.

25. The gaming device of Claim 19, wherein the tournament is selected from the group consisting of: a slot machine tournament; a poker tournament; a blackjack tournament; a keno tournament; a raffle; and a lottery.
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26. The gaming device of Claim 19, wherein a minimum wager is required to qualify for the tournament.

27. The gaming device of Claim 19, which includes a printer for printing a tournament entry when the qualifying outcome is achieved by the player.

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28. The gaming device of Claim 19, wherein a hand-pay state is entered when the qualifying outcome is achieved by the player.

29. The gaming device of Claim 19, wherein the qualifying outcome
10 includes a combination of at least two combinations of outcomes in the primary game.

30. The gaming device of Claim 19, wherein the bonus game
15 includes a plurality of player selectable selections and wherein the qualifying outcome is associated with at least one selection.

31. The gaming device of Claim 19, wherein the bonus game
20 includes a player offer acceptance type game and the qualifying outcome is associated with one of a plurality of offers made to the player.

32. A method for providing a tournament entry in association with play of a gaming device, the method comprising the steps of:

- (a) providing a controller;
- (b) storing at least one non-qualifying outcome within the
25 controller;
- (c) storing at least one qualifying outcome within the controller;
- (d) randomly producing the qualifying outcome; and
- (e) providing the tournament entry to the player achieving the
30 qualifying outcome for the tournament.

33. The method of Claim 32, which includes the step of printing the tournament entry when the player achieves the qualifying outcome.

34. The method of Claim 32, which includes the step of selecting at least one tournament to be held on a predetermined day in the future.

35. The method of Claim 32, which includes the step of providing an additional monetary award to the player when the player obtains the qualifying outcome.

36. The method of Claim 32, which includes the step of setting a payout percentage for the gaming device based on a cost of the tournament.

37. The method of Claim 32, wherein the qualifying outcome is adapted to be produced in a primary game.

38. The method of Claim 32, wherein the qualifying outcome is adapted to be produced in a bonus game.

39. A tournament comprising: a plurality of tournament gaming devices adapted to be played by a plurality of contestants, said contestants qualifying to participate in said tournament by achieving a qualifying outcome on one of a plurality of qualifying gaming devices, each said qualifying gaming devices capable of producing said qualifying outcome and a plurality of non-qualifying outcomes; and at least one prize awarded to one of the contestants which play the tournament gaming devices.

40. The tournament of Claim 39, wherein the tournament gaming devices are slot machines.

41. The tournament of Claim 39, wherein the tournament gaming devices are video poker gaming machines.

42. The tournament of Claim 39, wherein a theme of the tournament is related to the theme of the qualifying gaming devices.

5 43. A gaming device comprising:
a display device;
a plurality of reels;
a plurality of symbols on the plurality of reels including at least
one qualification symbol on at least one of the reels;
10 at least one non-qualifying outcome involving the plurality of
symbols; and
and at least one qualifying outcome involving the plurality of
symbols, wherein a player qualifies for a tournament when the player achieves
the qualifying outcome.

15 44. The gaming device of Claim 43, wherein the qualifying outcome
is at least one qualifying symbol displayed on an active payline.

20 45. The gaming device of Claim 43, wherein the qualifying outcome
is a plurality of qualification symbols displayed on an active payline.

25 46. The gaming device of Claim 43, wherein the qualifying outcome
is a plurality of qualification symbols displayed within a display device in a
scattered arrangement.

47. The gaming device of Claim 43, wherein the tournament is
selected from the group consisting of: a slot machine tournament; a poker
tournament; a blackjack tournament; a keno tournament; a raffle; and a lottery.

30 48. The gaming device of Claim 43, which includes a payout
percentage which accounts for a cost of the tournament.